



US 20160054798A1

(19) **United States**(12) **Patent Application Publication**  
**Messinger et al.**(10) **Pub. No.: US 2016/0054798 A1**(43) **Pub. Date: Feb. 25, 2016**(54) **GLOVE INTERFACE OBJECT**(71) Applicant: **Sony Computer Entertainment Inc.**,  
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**Richard Stenson**, San Mateo, CA (US)(21) Appl. No.: **14/517,741**(22) Filed: **Oct. 17, 2014****Related U.S. Application Data**(60) Provisional application No. 62/041,023, filed on Aug.  
22, 2014, provisional application No. 62/058,029,  
filed on Sep. 30, 2014.**Publication Classification**(51) **Int. Cl.**  
**G06F 3/01** (2006.01)  
**G02B 27/01** (2006.01)  
**G06F 3/041** (2006.01)(52) **U.S. Cl.**CPC ..... **G06F 3/014** (2013.01); **G06F 3/041**  
(2013.01); **G02B 27/017** (2013.01); **G06F**  
**3/016** (2013.01); **G06F 2203/04102** (2013.01)(57) **ABSTRACT**

A glove interface object is provided, comprising: at least one flex sensor configured to generate flex sensor data identifying a flex of at least one finger portion of the glove interface object; at least one contact sensor configured to generate contact sensor data identifying a contact between a first portion of the glove interface object and a second portion of the glove interface object; a communications module configured to transmit the flex sensor data and the contact sensor data to a computing device for processing to determine a finger position pose of the glove interface object, the finger position pose being applied for rendering a virtual hand in a view of a virtual environment on a head-mounted display (HMD), the virtual hand being rendered based on the identified finger position pose.

